

# Looking for Tommy

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## 1. Context design and detailed description

John and Tommy are best friends and live in a village in Eastern Europe that is endowed with many mysteries and forgotten or untold stories. These are curious teenagers who love to venture through unexplored places to discover new things. The two are inseparable, but fate decides one day to subject them to a challenge they will not soon forget. Thus, following an expedition they organize in the uninhabited house on the outskirts of the village, the teenagers find a video game in an old drawer. Once home, the two decide to download the game to play together, but this is no ordinary game. Thus, once downloaded, the game abducts the two boys and they become captives in the game, being separated and placed in different lands, so that they cannot communicate or help. The realm they end up in is called Namnia, and it simulates the real world, with trees, grass, mushrooms, caves, and all sorts of graphics similar to the ones they know. Before being separated, they learn the rules of the game, how to escape the game, and are forced to choose their avatar. The choice of avatar consists in the choice between the static character, who will be captured by enemies and guarded so that he cannot go in search of the other, and the main hero, who will cross all the lands and perform the tasks in them. The game is designed so that the return of the two to real life can only take place if the two find each other. To make things difficult for them, finding them depends on only one of them, in this case being John, who is the only one able to go in search of Tommy, because the avatar of the latter is a turtle that has no means of defense. In order to find his friend, John must travel through three worlds, which are full of dangers and enemies.

### Presentation of the characters:

- John is a brave teenager who would do anything for his childhood friend Tommy. He chooses to be the one to cross the map and face the obstacles alone to get Tommy to safety. He has a sword, a lot of ambition, and good orientation and defense skills that will help him fend off enemies.



- Tommy is John's friend and when the latter assumes the role of hero, he is forced by the game to take the form of a turtle who will have to wait for his friend at the end of the last level. He is guarded by enemies without being attacked by them, but unable to go in search of John because the avatar is not designed to handle the conditions on the map.



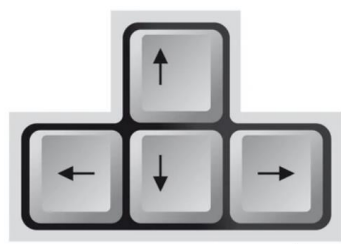
- The enemies are there to prevent John from finding his friend and collecting the coins needed to pass the levels. They have the same functionality as John (also a sword) but are easier to knock down.



## 2. System design and detailed description

### Game mechanics:

To be able to act the character, the user will have to press one of the arrows on the keyboard, they indicate the direction in which he will move on the map. In the context where the character is near an obstacle (stones, trees, flowers), he will not be able to move forward, pressing the keys has no effect in this case.



To activate the sword, the user will have to press the CTRL key. This will help the character to face the enemies to be able to collect money and move further in the map.



To perform jumps, the player will press the SPACE key. Jumps are necessary to avoid pits.



## Rules:

With the ability to jump, defend and move, the hero must get from the starting point to the places that define the end of each level.

The defense function is necessary when he meets enemies, by pressing the button, he can knock them down to move on.

The jump function is necessary to avoid potholes. If the hero falls into pits or touches water, the level is considered lost.

The hero can only move on tiles representing alleys, dirt, bridges, stairs and grass, the rest being tiles that he cannot step on or that prevent him from moving forward.

Levels are considered completed only if the hero has collected the minimum number of coins required and found the exit gate of the level.

## 3. Content design and detailed description

In each level, the hero will be placed at a fixed starting point, from which he will begin his journey. The user will have to perform the actions described above on the character to be able to complete the tasks necessary to advance the level. Each challenge comes with a new map and different degrees of difficulty that will require attention and skill to keep the hero alive.

### Map composition:

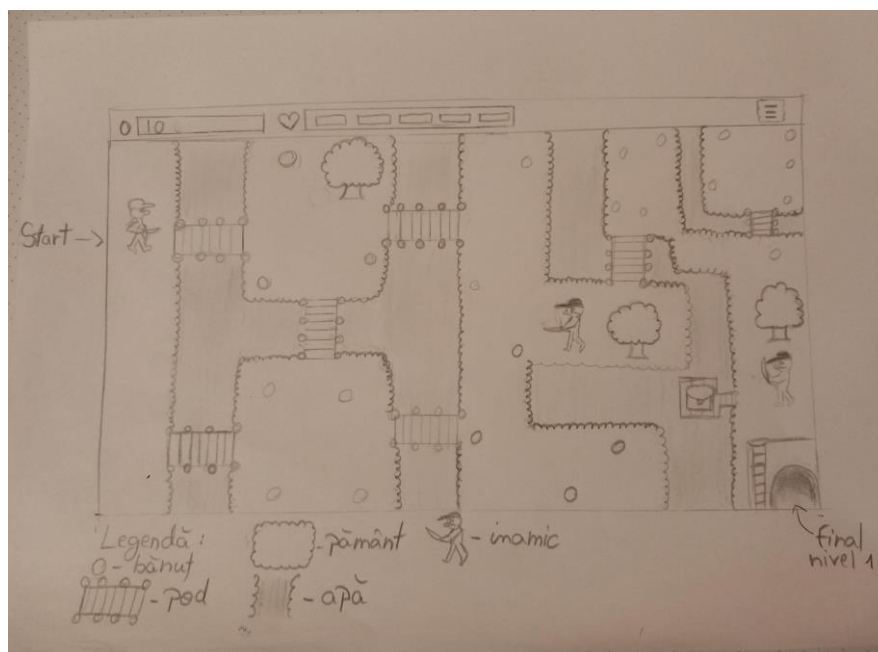
- Passive objects:
  - Tiles (water, earth, grass, alley, pit);
  - Decorative objects (flowers, stones, mushrooms, trees);
  - The gates to other levels;
  - Money.
- Active objects (which have animations and can move):
  - The hero;
  - Enemies;
  - The character to be saved.

The role of the elements:

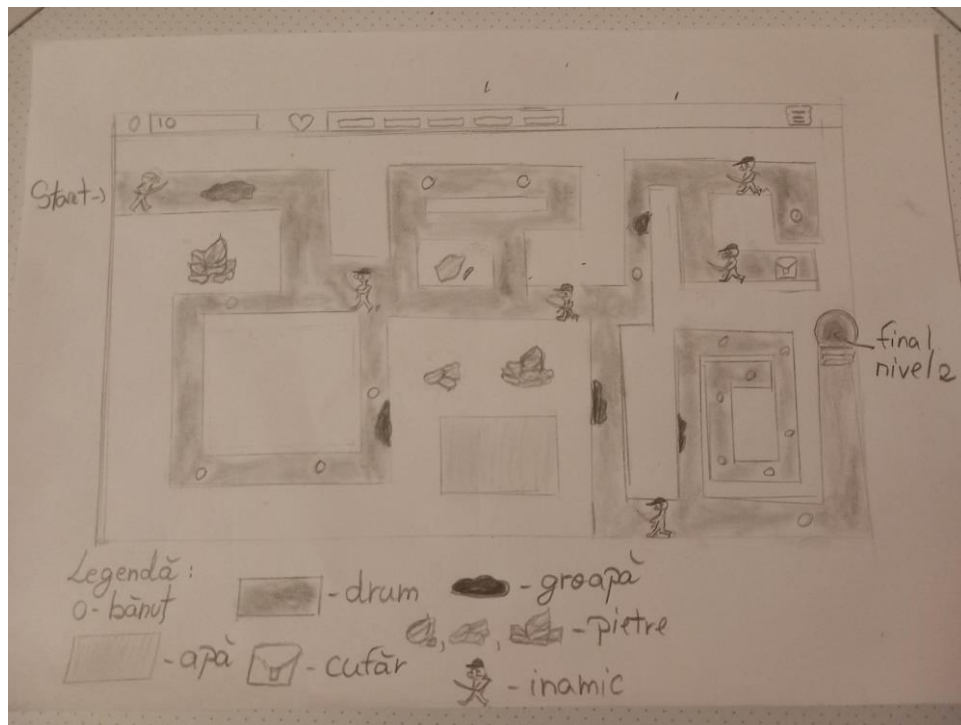
- Tiles representing water and pits bring death to the character, he must avoid them. After touching them, the user loses the level.
- Tiles that make up the lane or grass are considered roads that the hero has access to, and he can move in any direction as long as he doesn't leave them.
- Coins are static objects that will be counted in the upper left part of the screen and will disappear from the map once the character reaches their coordinates.
- Gates connect levels and also worlds, once accessed, making the transition to the next challenge.
- Decorative objects have an aesthetic role and do not allow the character to pass over them, the hero being forced to look for another way to advance.
- Enemies are characters that can fight back in front of the hero, having a minimum set of properties that allow them to attack to decrease the hero's health.
- The character to be saved is a static character who can do almost nothing and is the gateway to ending the third level and also the game.

## 4. Level design

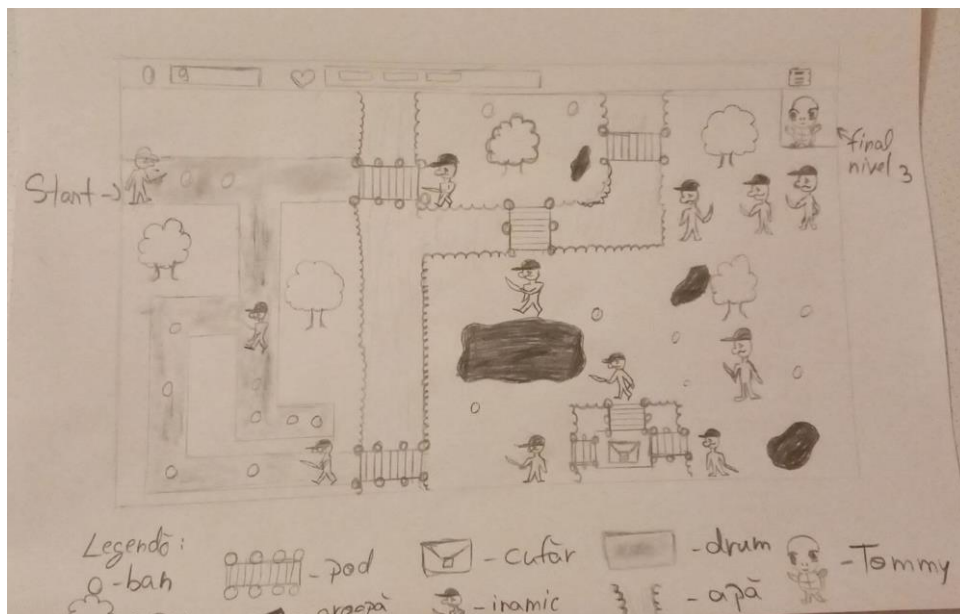
In the first level, the hero is placed on a map containing many rivers and must reach the door leading to a cave. The number of enemies is low (2-3) and he must avoid the water to pass the level. He must also collect a minimum of 20 coins to enter the cave. To advance the level, the character must look for bridges to cross the water and must be careful of the guarded entrances so as not to be taken by surprise by enemies.



In the second level, John must traverse the cave avoiding pits and more enemies(5-6). He needs to collect more money (30-40) to be able to move to the next level. To avoid pits, the hero has the jump function, which allows him to avoid falling into them.



The third level takes place in a land that combines the previous ones, also having water and pits, more enemies (9-10) and requires more coins (50-60) to be collected, having harder conditions to obtain them.



## 5. User interface design and detailed description

The game opens in a main page that will have start button, game resume and settings.



### Main menu:

The user interface is made up at the beginning of the game from a menu that includes a start button, a continue game button, and a settings button. The start button is to start the game (first level). The continue game button is to help the user continue the level they were at when they saved the game state. In the settings there are other buttons related to:

- the scoreboard – which remembers the developments obtained in previous games
- the help button – which specifies data related to the buttons needed during the game and instructions
- quit button - ends game session and console

### Right menu – top of levels:

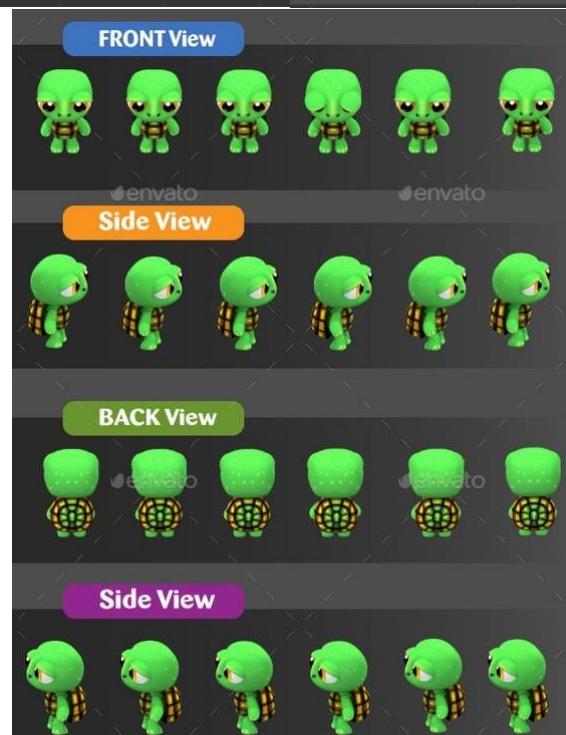
Within the level, the user has a coin counter, a life bar and a menu. In the menu, he will find the buttons:

- the button for returning to the main menu – returns the user to the start button
- the button to save the game in the state that was left
- the help button – which specifies data related to the buttons needed during the game and instructions
- quit button - ends game session and console



## 6. Sprites

### 1. To John, foe and Tommy



2. For level design



### 3. For user interface



## 6. Bibliography

Sprites:

- <https://www.deviantart.com/pykodelbi/art/List-2-Mountain-Village-location-595556325>
- <https://www.deviantart.com/pykodelbi/art/List-1-Mountain-Village-location-595555849>
- <https://graphicriver.net/item/4-directional-3d-style-game-character-sprites-06/18945045>
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